PAINKILLER
HELL WARS

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SOUND SYSTEM

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SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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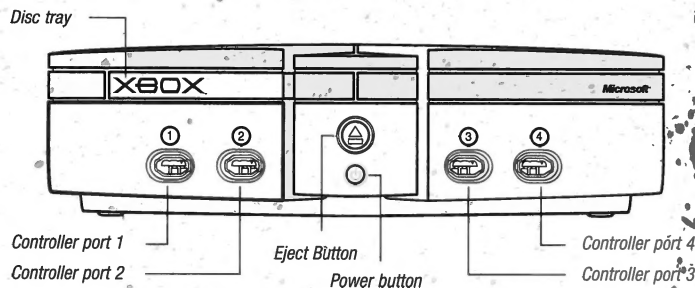
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USING THE XBOX VIDEO GAME SYSTEM

Disc tray

Controller port 1
Controller port 2
Eject Button
Power button
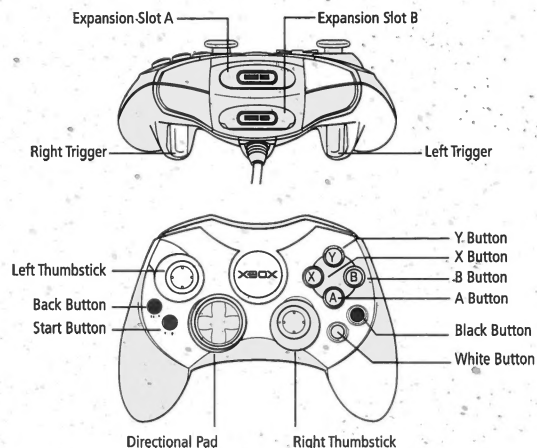Controller port 4
Controller port 3

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.

2. Press the power button and the status indicator light will light up.

3. Press the eject button and the disc tray will open.

4. Place the Painkiller Hell Wars disc on the tray with the label facing up and close the disc tray.

5. Follow the on-screen instructions and refer to this manual for more information about playing Painkiller Hell Wars.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

• Insert only Xbox-compatible discs into the disc drive.

• Never use oddly shaped discs, such as star-shaped or heart-shaped discs.

• Do not leave a disc in the Xbox console for extended periods when not in use.

• Do not move the Xbox console while the power is on and a disc in inserted.

• Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER

Expansion Slot A
Expansion Slot B
Right Trigger
Left Trigger

Left Thumbstick
Y Button
X Button
B Button
A Button
Back Button
Start Button
Black Button
White Button

Directional Pad
Right Thumbstick

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.

2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.

3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Painkiller Hell Wars.

PAINKILLER
HELL WARS

INTRODUCTION

When you drove off into that stormy night, you had no idea that this trip would be your last in the mortal realm and the beginning of your journey into eternity.

Emerging from the darkness that followed the fiery car crash that took your life and that of your wife, Catherine, you have found that you are no longer the Daniel Garner who once led a carefree existence in the world of the living. You are now a lone warrior, struggling to survive in a dark nightmarish world where time stretches on beyond meaning and hostile beings and constant conflict are the norm. Day-to-day survival is your only goal.
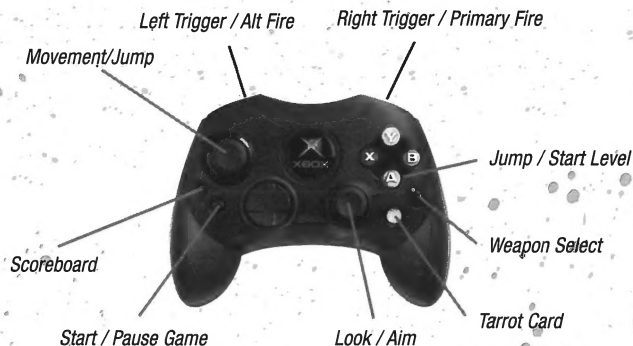
That is, until now.

Sammael, a representative from Above, has given you the chance to set things right and escape the darkness once and for all. But it won't be easy. Alone, you must confront the minions of Hell and destroy the generals in Lucifer's army of darkness.

Trapped somewhere between Heaven and Hell, you have a choice: accept Sammael's offer of this one opportunity to purify your soul and gain your rightful place in the afterlife at Catherine's side. Or, refuse and pay your penance forever.

The choice is yours...

GAME CONTROLS

Left Trigger / Alt Fire

Right Trigger / Primary Fire

Movement/Jump

Jump / Start Level

Scoreboard

Weapon Select

Start / Pause Game

Look / Aim

Tarrot Card

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GETTING STARTED

After setting up your Xbox video game system, the main menu screen appears with the choices described below. The following options are available on the Main Menu:

- **Sign the Pact:** Starts a new single-player game (see The Single-Player Game, on page 6 in this manual, for details).

- **Load:** Allows you to load a previously saved Single-player game. Painkiller's Single-player game automatically saves your progress at designated save points throughout the game.

- **System Link:** You can connect two Xbox consoles together using an Xbox System Link Cable, or up to 8 Xbox consoles using an Ethernet hub and standard Ethernet cables. The Multiplayer settings and games are described in further detail on page 18.

- **Xbox Live:** Xbox Live connects you to Microsoft's online matchmaking system, allowing you to find and play games with other Xbox users over the Internet.

- **Options:** Allows you to choose your controller configuration, and to setup the audio and video options for Painkiller (See Game Options below for details).

- **Player Profiles:** In this sub-menu you can create and select player profiles for use in playing Painkiller Hell Wars. The player profile will save your unique player details, settings and saved games. If more than one player wishes to play Painkiller Hell Wars you can switch profiles in this area.
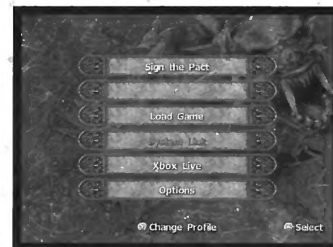
GAME OPTIONS

Customize your control settings, manage sound and video options.

- **Sound and Video:** Adjust the game's volume settings and brightness.

- **Rotation Speed:** Increase the speed of your look movement. The higher the rotation speed, the less you have to move the thumbstick to produce a response.

- **Invert Up/Down:** Reverse the controls for Look Up/Down in game.

- **Show Controls:** The Controller Setup provides a set of predefined configurations for you controller. To view alternate controller layouts press the D-pad left or right, and then press the A button to select the currently displayed layout.
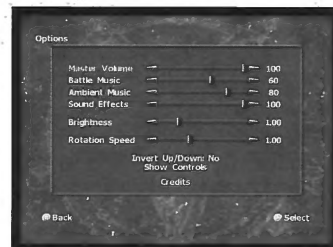
THE SINGLE-PLAYER GAME

In the single-player game, you assume the role of Daniel Garner. Your goal is to fight your way through the minions of Hell and destroy the generals of Lucifer's army. The single-player game consists of over 20 levels, all of which you must complete in order to emerge victorious.

STARTING A SINGLE-PLAYER GAME

To start a new single-player game – Select Sign The Pact from the Main Menu. The first time you start a single-player game, you must select a difficulty level. See Game Difficulty below.

When the Start Level screen appears, select the glowing red crystal to load the first level and start the game. You can return to the Main Menu by pressing the B button on your controller.

To Continue Game - You will be able to load a saved game from the Load Menu.

GAME DIFFICULTY

There are four game difficulty levels available in Painkiller. The lower the difficulty level, the easier it is to play the game. Not all difficulty levels are initially available:

- *Daydream (easiest): Always available.*
- *Insomnia: Always available.*
- *Nightmare: Available after you collect all Black Tarot Cards in Insomnia mode.*
- *Trauma: Available after you beat the game on Nightmare level.*

Difficulty level also affects the availability of Black Tarot Cards and Souls, the functionality of Checkpoints, and the availability of certain game maps. These variations are described in the appropriate sections later in this manual.

GAME BASICS

THE HEADS-UP DISPLAY (HUD)

The HUD continuously provides you with vital information about your condition and other important game elements. The HUD has seven distinct displays:

1. **BODY COUNT**: Keeps track of the number of enemies you've killed.

2. **DIRECTIONAL ARROW**: This arrow points in the direction of the nearest enemy that you must fight to move on, and in the direction of a Save Checkpoint when you finish clearing out an area (for additional information on Checkpoints, see Pickups and Powerups). The arrow pulses red when this is the case, to keep you moving in the right direction. Also, if the nearest enemy is above you (at a higher elevation), the tick at the top of the Directional Arrow glows. When an enemy is below you, the bottom tick glows.

3. **SOUL COUNT**: Keeps track of the number of Souls you've picked up on the current level (See Souls for more information).

4. **HEALTH INDICATOR**: Keeps track of how many Health points you have (See Armor and Health for details).

5. **ARMOR INDICATOR**: Keeps track of how many Armor points you have (See Armor and Health for details).

6. **PRIMARY AMMO COUNTER**: Shows the number of shots remaining in your current weapon's primary fire mode.

7. **SECONDARY AMMO COUNTER**: Shows the number of shots remaining in your current weapon's secondary (alt-fire) mode.

MOVEMENT AND COMBAT

You can't accomplish much in Painkiller unless you know how to move and fight. Basic movement is controlled from the gamepad, and the default controls are as follows:

- *Move Forward: Left Thumbstick up*
- *Move Backward: Left Thumbstick down*
- *Strafe Left: Left Thumbstick left*
- *Strafe Right: Left Thumbstick right*
- *Jump: Click Left Thumbstick or Press A Button*

Use your Right Thumbstick to turn and control the direction you look and aim. All weapons in Painkiller have a primary and secondary (alternative) firing mode. The default fire controls are:

- *Primary Fire: Right Trigger*
- *Alternative Fire: Left trigger*

ARMOR AND HEALTH

Painkiller Hell Wars is set in the afterlife, but something does happen to those demons you kill, doesn't it? You can still get hurt — and even die — as a result of damage sustained by enemy attacks, fire, explosions, falls, and passage through hazardous environments.

When you sustain damage, you lose Armor and Health points. If you have Armor, most damage you sustain is first subtracted from your Armor. For Armor there are three levels that can be found, each offering varying degrees of coverage and protection. When your Armor is gone, damage points are subtracted directly from your Health. When your Health is reduced to zero, you die. At this point, you must restart the level or load a saved game to continue. Armor and Health status are continuously displayed on your HUD (See The Heads-Up Display (HUD) for details).

Armor and Health pickups are scattered throughout the game world. These pickups are often all that stand between you and certain death (See Pickups and Powerups for details).

WEAPON SETUP

During battle you can carry up to three weapons. To select the weapons press the up/left/right D-pad. You can select and change the weapons at anytime by pressing the black button. This will bring you to the weapons setup screen, where you can see the weapons available to you. To assign a weapon, highlight the weapon, press the A button, and choose either left/right on the D-pad. By default, the Painkiller is assigned to the up D-pad, so you are only able to change the other two weapons.

WEAPONS

There are six weapons available in Painkiller Hell Wars. Each weapon is equipped with two firing modes, each of which has a radically different attack mode. By default, each weapon's primary fire mode is activated by the right trigger button and its alternative fire (alt-fire) mode is activated by the left trigger button.

ELECTRODRIVER

- *Primary Fire: Driver*
- *Alt-Fire: Electro*

The Electrodriver is a unique short- to medium-range weapon whose two fire modes provide a great combination of speed and damage potential.

In primary fire (Driver) mode, the Electrodriver launches shurikens (throwing stars) at a blinding rate of speed. Holding down the primary fire control launches a continuous stream of projectiles. The shuriken launcher uses Driver ammo and can hold up to 250 shots in its magazine.

The Electrodriver's alternative fire (Electro) mode unleashes a blast of raw electricity that inflicts continuous damage to a target as long as it remains in contact. If you keep your target more or less in your sights, the lightning burst "sticks" to your enemy as he moves. The blast continues to fire as long as you hold down the alt-fire control, and as long as the weapon is active it burns through its charge at a steady (and somewhat alarming) rate. The Electro uses Electro ammo, and can hold a charge of up to 250 units.

PAINKILLER

- *Primary Fire: Pain*
- *Alt-Fire: Killer*

The Painkiller is your basic weapon. It is unique in that it is the only weapon in the game that doesn't require ammunition. It is a powerful weapon with both short- and long-range applications.

The primary fire mode is a short range attack. When you hold down the primary fire control, the Painkiller opens into a blossom of rotating blades that slice into any enemy or fragile object with which they come into contact.

The alt-fire mode is a ranged attack. Pressing the alt-fire control launches a bladed warhead that rips through any enemies in its path. When the warhead hits a wall or other solid object, it lodges there and emits a deadly beam of light between the warhead and the Painkiller that rips enemies to shreds when they cross it. In order to activate the beam, you must have the warhead more or less in your crosshairs. To summon the warhead back, press the alt-fire control a second time. In multiplayer games, the Painkiller warhead, when well-aimed, can knock a weapon out of your opponent's hand.

ROCKET LAUNCHER/CHAINGUN

- *Primary Fire: Rocket Launcher*
- *Alt-Fire: Chaingun*

The Rocket Launcher/Chaingun is arguably one of the most powerful weapons in Painkiller. Both its primary and alternative fire modes are devastating when used properly.

The primary fire mode is, as you would expect, a rocket launcher. This fast, deadly weapon produces a huge blast radius when the shot impacts on a solid object, damaging everything — and everyone — unlucky enough to be nearby. When a rocket scores a direct hit on an enemy, the damage it inflicts is particularly devastating. This weapon is designed for medium- to long-range. If you use the rocket launcher at short range, you risk inflicting a great deal of pain upon yourself. The rocket launcher uses rocket launcher ammo, and can hold up to 100 shots in its magazine.

In alt-fire mode, the rocket launcher becomes a chaingun—a machine gun that spits lead-coated death at a dizzying rate. As long as you hold down the alt-fire control, the chaingun continues to fire. Although this weapon burns through ammunition quickly if used indiscriminately, you will find that short bursts produce effective results. The chaingun uses chaingun ammo, and can hold up to 500 shots in its magazine.

SHOT GUN/FREEZER

- *Primary Fire: Shotgun*
- *Alt-Fire: Freezer*

The Shotgun/Freezer is a trusty, straightforward weapon that inflicts impressive damage at both short- and medium-ranges.

In the primary fire mode it offers a powerful double-barrel shotgun. The closer you are to an enemy, the more damage it inflicts. Auto-loading, it can crank out blast after blast, shredding demons up close and peppering them at a distance before closing for the kill. The shotgun uses shotgun ammo, and can hold up to 100 shots in its magazine. The shotgun's alternative fire mode fires a blast of super-cooled liquid nitrogen that temporarily freezes an enemy in its tracks. When frozen, most enemies shatter into a million shards when hit with even minimal firepower. The Freezer uses freezer ammo, and can hold up to 100 shots in its magazine.

SMG/FLAMETHROWER

- *Primary Fire: Sub-Machinegun*
- *Alt-Fire: Flamethrower*

Far removed from its earthly origins, the PK30 sub-machine gun with optional flamethrower is a potent close-quarters weapon now found in the depths of Hell. The .45 caliber ETAP (Explosive Tipped Armor Piercing) rounds from the weapon's primary firing mode are enough to bring down most demons in one or two bursts. If additional damage is required, a pull from the under-barrel flamethrower will get the job done, at first stunning and then rapidly turning anyone in its arc into a crispy critter. As with any flamethrower, be careful not to singe yourself while moving through the flames. Look for sub-machine gun magazines and gas canisters to reload this gun.

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STAKEGUN/GRENADE LAUNCHER

- *Primary Fire: Stakegun*
- *Alt-Fire: Grenade Launcher*
- *Scope: Allows you to zoom in*

The Stakegun/Grenade Launcher is a versatile weapon that is effective in a variety of situations at almost any range.

The Stakegun's primary fire mode launches wooden stakes from a pneumatic sling. These stakes drive right through enemies causing a huge amount of damage. In the right circumstances, you can pin an enemy to a wall—or even pin one enemy to another! While quite effective at short- and medium-range, the Stakegun is even more dangerous at long-range, where the stakes burst into flame before impact, causing even more damage on impact. The Stakegun uses Stakegun ammo, and can hold up to 100 shots in its magazine.

The alt-fire mode is a classic grenade launcher. This short-range weapon launches 60mm grenades in a parabolic arc. The higher the arc, the longer the range. When they hit the ground or other solid objects, grenades bounce several times before they explode, but they explode on impact when they hit an enemy directly. The grenade launcher uses grenade launcher ammo, and can hold up to 100 shots in its magazine.

The scope allows you to zoom in and hit creatures from a distance. You can select this by clicking the right thumbstick. Click the right thumbstick again to exit zoom mode.

SOULS

Every time you kill an enemy, its Soul remains behind for several seconds after its body disappears. Walking through a Soul adds one point to your Health—but that's the least of what gathering a Soul can do for you.

Every time you accumulate 33 Souls, you briefly morph into a demon. When you are a demon, the world changes: everything becomes black-and-white and the mortal bodies of your enemies are engulfed in flames. When you are in demon mode, you cannot be harmed by normal attacks. You are free to rampage through the world, destroying everything in your path until the effect wears off!

Note: At Trauma level (the highest difficulty setting) there are no Souls in the game.

INTERACTING WITH THE WORLD

The world of Painkiller is filled with objects that you can manipulate and destroy at will. Some of these objects are containers filled with useful items like weapons and armor. Others are filled with volatile explosive materials that can inflict a great deal of damage on your enemies when used properly — or inflict a great deal of damage on you if you're not careful!

Some of the objects you can destroy and manipulate in Painkiller include:

- *Barrels: Wooden and metal barrels are dangerous. They're filled with explosives and detonate when destroyed.*
- *Coffins and Urns: These easily-destroyed objects often contain gold.*
- *Crates: Wooden crates are easy to destroy, and often contain useful items like armor, weapons, and ammunition.*

You can use any weapon to demolish destructible objects. If there's something stored inside the object, the item is not destroyed regardless of how much damage you inflict. You can also push many of these objects by moving against them.

SCORE AND LEVEL STATUS

You can keep tabs on your current situation throughout the game by checking the Scoreboard. By default, you can open the Scoreboard by pressing and holding the Back button. Gold Stars are given when an objective on that level has been completed such as finding all holy items on that level. A Silver Star is earned when you have completed an objective on a sub-level.

PICKUPS AND POWERUPS

Throughout the game, you encounter many items and phenomena that are vital to your success. You can grab these pickups and powerups simply by walking through them. Common pickups and powerups include:

1) **ARMOR:** Increases your armor strength – three levels are available, 100/150/200.

2) **END OF LEVEL:** When you complete a level, a swirling mass of energy appears. Walk into it to move on to the next level.

3) **GOLD:** (see Black Tarot Cards and Gold (Coins) for details).

4) **SOULS:** Every enemy you kill leaves behind a Soul, which stays around for several seconds (See Souls for more information).

5) **CHECKPOINT:** A Checkpoint appears every time you clear a section of a level. Walking through a Checkpoint automatically saves your game.

6) **MEGA-PACK:** Gives you ammo for everything.
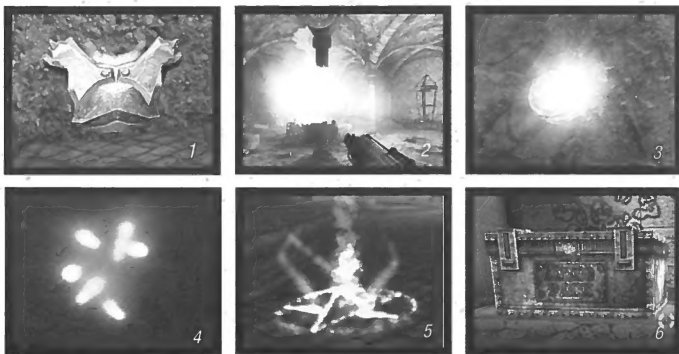
BLACK TAROT CARDS AND GOLD (COINS)

Hidden on each level are one or more Black Tarot Cards. These pickups provide you with special powers and abilities. Because they are very powerful, Black Tarot Cards are generally very difficult to find, and some are not unlocked unless you complete a level in a certain way – finishing the level using only the Stakegun, for example. You can pull up the Scoreboard where the conditions for unlocking new cards on that level are revealed. While you can make it through the entire game without ever finding and using Tarot Cards, their effects can make things a lot easier, particularly on the most challenging difficulty levels.

There are two types of Black Tarot Cards:

• *Golden (temporary) Cards: These cards can be used only once per level.*

• *Silver (permanent) Cards: These cards work continuously throughout the level.*

Between levels, you can access the Black Tarot Board. To access the board, press the X button on your controller when you are at the Start Level screen.

Placing cards on the board cost you money – which is where the Gold comes in. Gold coins and other valuable items are found throughout every level, usually inside crates, urns, barrels, coffins, and other containers. Some of the most valuable items can only be found in secret areas. Gather as much gold as you can because, without it, your Tarot Cards are essentially useless.

Golden Cards remain inactive until you invoke them by pressing the Use Golden Cards button. Once you activate a Golden Card, its effects remain active for about 30 seconds (unless enhanced by another card). Once used, a Golden Card cannot be used again on the same level (unless you have a Silver Card in play that allows you to use Golden Cards more than once).

Note: The availability of Tarot Cards varies by difficulty level. There are no cards available at Daydream level and only a limited number of cards available at Insomnia and Nightmare levels. Only on Trauma level are all Tarot Cards available.

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MONSTERS

Painkiller is teeming with all manner of creatures that are bound and determined to end your mission before you can succeed. Knowing in advance about some of the creatures that you are up against goes a long way toward helping you to succeed in your quest.

BANSHEE

Banshees are some of the most feared creatures in the afterlife. Their ear-piercing shrieks and soul-draining touch induce uncontrollable despair, and cause you to temporarily lose your sight.

DEVIL MONK

Devil Monks abound in certain levels, and allowing them to approach too closely can be fatal. They attack with their staffs, and the vapor emitted from these staffs can slow you down and poison you for a short period of time.

EVIL MONK

Evil Monks are dangerous at any distance. They carry two heavy axes that they can use to cleave you in half at close range, or toss from long distances as they are nearing death.

EXECUTIONER

Most Executioners wield double-bladed axes with which they slash and slice their opponents to tiny bits. Some Executioners are able to launch their axe blades in an attack similar to the ranged attack of your own Painkiller weapon. Executioners can also chop open the bodies of Beasts and other Executioners to release a slew of spiders that attack you and complicate your life immensely!

HELL ANGEL

Hell Angels are scrappy beings that wield a variety of weapons ranging from boards covered in rusty nails to electrified batons and rocket launchers. Some also throw Molotov cocktails that can set you on fire if you are unlucky enough to be hit by them.

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HELL BIKERS

Like Hell Angels, Hell Bikers have a varied arsenal that ranges from ultra-low-tech (broken bottles and crowbars) to deadly modern weapons (machine guns and mini-cannons that fire high-explosive shells). When they run out of ammunition, these creatures often attempt to ram you with a deadly head-butt.

LEPER MONK

Leper Monks are equipped with protective shields that make them harder to kill than many of the creatures you encounter. They carry spears, which they lob at you from a distance. They can also levitate the bodies of their fallen comrades and use them as ranged weapons.

MASO COMMANDO

Equipped with weapons that are half flamethrower and half grenade launcher, Maso Commandos are formidable opponents at range. They are immune to most weapons, but can be given a dose of their own medicine by attacking their flamethrowers directly.

SKELETON SOLDIER

Skeleton Soldiers charge at you, bayonet-tipped rifles blazing. And, speaking of blazing, Maso Commandos often set Skeleton Soldiers on fire, increasing the amount of damage the skeletons inflict.

TEMPLAR KNIGHT

Templar Knights are old-school fighters who attack with crossbows, sniping at range often with a stream of flaming arrows. These demonic knights carry indestructible shields for protection. In a pinch, these shields also make formidable close-range weapons.

LEVEL BOSSES

Your primary mission is to execute Lucifer's most powerful generals. These level bosses are the meanest, toughest enemies you encounter in the game—and you are on your own when it comes to defeating them. We'll leave the introductions to them. Suffice it to say, you'll know these huge enemies when you come face-to-face with them.

THE MULTIPLAYER GAME

In the multiplayer game, you get the opportunity to test your skills against other human players on Xbox Live or using System Link. To open the Multiplayer Menu, Select either System Link or Xbox Live from the Main Menu.

SYSTEM LINK PLAY

- *Join Game: Allows you to view and join games that have been created via System Link.*
- *Create Match: Allows you to set-up Multiplayer games for System Link.*
- *Player Settings: Set your character's name, appearance, and choose your team for teamplay based games*

XBOX LIVE

Once you have logged on with an account, you have the following options:

- *Create Match: Set up a server for others to connect to online.*
- *Quick Match: Search for any server available to play on.*
- *OptiMatch: Set specific server options to search for, such as specific game types, number of players, etc.*
- *Player Settings: Set your character's name, appearance, and choose your team for teamplay based games. Set voice-masking options and online visibility.*
- *Friends: Look for friends online.*
- *Sign-out of Xbox Live: sign-out of Xbox Live.*

MULTIPLAYER GAME MODES

There are seven multiplayer game modes available in Painkiller Hell Wars.

1. **FREE-FOR-ALL:** This is the classic every player for himself deathmatch. The object of the game is to kill as many opponents possible within the time limit set by the game's host, or to achieve the frag (kill) limit. It's kill or be killed and you're on your own. The player with the most kills or the player who reaches the preset frag limit first is the winner.

2. **TEAM DEATHMATCH:** This is Deathmatch with a cooperative twist. You and your teammates set out to slaughter as many members of the opposing teams as possible within the set time limit. The team that achieves the frag limit first or has the most kills when time runs out wins.

3. **VOOSH:** In this multiplayer mode, everyone starts out with the same weapon with infinite ammunition. There are no other weapons on the map but, at preset intervals, everyone's weapon is switched to a different weapon. (The order of weapon switches can be set to random, or can be specified by the game host.)

4. **THE LIGHT BEARER:** In this variation, there is one Quad Damage power-up available and it never expires! The first player who grabs it continues to use it until he is killed, at which point it is once again up for grabs. The winner is the player who has the Quad Damage power-up when the frag limit is reached or the timer runs out.

5. **CAPTURE THE FLAG:** Capture the flag in Painkiller Hell Wars is a team-based game where one team must capture the other team's flag a predetermined amount of times to win the match. To capture the other team's flag, touch the other team's flag in their base, and then return it to your base and touch your flag. You will drop the flag if you are killed.

6. **LAST MAN STANDING:** Last Man Standing is, as the title implies, an individual game. Prior to the start of the game, the game's host sets a life limit (3 is the default). When all players appear on the map, the battle begins. Every time you are killed, you lose one life. When your number of lives reaches zero, you become a spectator and watch as the battle continues. The last player with at least one life remaining wins the match.

7. **DUEL:** In this mode you take on an opponent in a one-on-one match to the death. The player with the most kills or the player who reaches the preset frag limit first is the winner.

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MULTIPLAYER POWERUPS

The Black Tarot power-ups available in the single-player game are not present in multiplayer, but there are several powerups that have very similar effects. To find these powerups in the multiplayer maps, look for them in sometimes hard-to-reach places or listen for their sounds to know when they appear. The three multiplayer powerups are:

IMMUNITY: Similar to the Iron Will Black Tarot Card, this power shields you from all enemy attacks.

WEAPON MODIFIER: Temporarily enhances the performance and abilities of your weaponry.

RAGE: Temporarily quadruples the amount of damage inflicted by your weapons.

TIPS

- Look all around for secrets and hidden parts of the levels — not only can you find weapons, armor and other bonuses, but artifacts, which allow you to make better use of the Black Tarot Board.

- Many weapons in Painkiller can use deadly combo attacks involving both modes of fire. For example, with the Painkiller, you can trigger the primary Pain blade and then fire the secondary Killer warhead to launch the blade out spinning through the air, slicing and dicing up enemies.

- Don't waste ammunition when breaking through obstacles and containers looking for pickups. Instead, use the Painkiller to shatter these objects.

- When using the Stakegun, use the grenade launcher mode to keep enemies at bay while you line up long-range stake shots.

- The Stakegun is a powerful weapon, but it has a slow rate of fire. When you're fighting a group of enemies, make sure you give yourself plenty of time and space to reload and aim.

- The classic combination of knocking enemies around with the rocket launcher, followed up by chaingun bursts to polish them off, works extremely well.

- When there are metal or steel barrels around, try to lure your enemies close to them. Shoot the barrels to take out a bunch of enemies at once without wasting a lot of ammunition.

- Be careful when opening crates that are perched on the edge of a wall or next to impassible terrain like water. If you open the crates too violently (with an explosion, for instance) you can easily knock the crates and their contents out of your reach.

- Templar Knights are sometimes difficult to hit because of their shields. To ensure a clean hit, get the demon in your sights and wait until he crouches to fire his crossbow. Fire as soon as he moves his shield aside to line up his shot.

- Watch out, as many creatures you encounter in the game can work together to attack. Demons that can attack in close and also at range will often choose to stay at a distance if some others are around to help do the dirty, close-in work.

- Some creatures may also combine their abilities to wreak as much havoc as possible. For example, Skulls will often use Hell Bikers as "meat shields," using their flabby flesh to absorb incoming attacks while they continue to dish out the damage.

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